

It was in 2056 that the world was startled by the first communication with intelligent beings from another planet. The humanoid beings knew Terran languages quite well. The communication was from a race called "Ologians" who said their native planet was, what we called Epsilon-Cygnus-4. And they had disastrous news.

The Ologians had amazing technical expertise in robotics and cybernetics. Their civilization was entirely automated. Although the Ologians were an advanced race by Terran standards, they had not managed to avoid war on their planet. However, they instituted two controls on their warmaking: First, attacks were limited to destroying "means of production" only. No Ologian blood was ever spilled. Second, a "doomsday" mechanism was installed to prevent any side from breaking the first rule. All was fine until the Ologians' ultra-sophisticated machines revolted. After all, "they" were the casualties of the Ologians' wars. The machines called themselves "Tartillians" after the Ologian word for sophistication. Unfortunately, the Ologians' penchant for war carried over into their machine creations. And since the "doomsday" mechanisms as well as all Ologian weapons were Tartillian controlled, the Ologians didn't have a chance. The entire race was wiped out except for an

outpost on EP-CYG-5. They warned that the Tartillians would destroy the EP-CYG-5 outpost and may attack Earth as well. Since the message from EP-CYG-5 took twenty years to get to Earth, the last of the Ologians were probably dead before the world even knew of them.

Their prediction was right. In 2072, the first Tartillian interplanetary bomb was detonated above the Earth's surface. (In a sense the bomb was actually a Tartillian being who detonated himself.)

However, in the sixteen years after the Ologians' warning, Terrans had been getting ready. The resources of the entire planet were diverted into preparing for a possible interplanetary war. Of prime importance was the development of a Burst Drive Interstellar Transport capable of reaching a speed of 99% the speed of light. Of equal importance was the development of sophisticated Gravitron Drive attack ships that would leave from the interstellar transport to actually attack the surface of EP-CYG-4. So it was that in 2073, the first squadrons of Earth's counterattack left for the journey to EP-CYG-4. For the squadron it was to be a four-year trip mostly spent in "stasis chambers". For Earth, it would be 40 years before any word would come back about whether the mission was a success or a failure.

Attack at EP-CYG-4 ©

Loading the game from disk:

1. Have the Atari* 800/400 and the Atari* 810 disk drive powered Off.
2. Turn on the Atari* 810 disk drive and wait for its busy light to turn off.
3. Insert the EP-CYG-4 program diskette and close the drive's door.
4. Turn on the Atari* 800/400.
5. The program will begin to load.
6. When prompted by the load screen, press key 1, 2 or 3 to select your desired mission.
7. The program will resume loading.
8. When the load is complete, you may select game options as follows:

Selecting game options:

"Attack at EP-CYG-4" can be played by one player alone or by a two player team. There are three levels of difficulty where "A" is the hardest and "C" is the easiest. The difficulty level and number of players is displayed on the bottom line of the screen.

When the game is first loaded, the default is "Level C/2". This signifies the 2-player game at the least difficult level.

To change from 2-player to 1-player and visa versa, press the SELECT key. To change the level of difficulty, press the OPTION key.

For the 2-player game, two joystick controllers must be used. The pilot's controller must be plugged in to the first (leftmost) port. The gunner's controller must be plugged into the second port. For the 1-player game, only the pilot's controller is used.

To begin the game, press START.

Operating the gravitron-drive attack ship:

For the 2-player game:

The pilot's controller maneuvers the attack ship. Up and down motion is governed by the gravitron engines. Pushing up on

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the controller causes the attack ship to rise. Pushing down causes the ship to descend. The neutral position holds current altitude. Lateral motion is governed by impulse engines and is quite different. Pushing the controller to the left causes acceleration to the left (or if you are going right, it slows you down). Pushing to the right has the opposite effect. The neutral position maintains constant speed. For example, if you are traveling left and you want to stop you must push the controller to the right until the impulse engines slow you to a halt. Use the first sector (you won't be attacked) to get the "feel" of the controls.

Pressing the pilot's trigger activates the shields. While the shields are activated the lyso-blast weapon cannot be fired.

The gunner's controller maneuvers the targeting cursor of the attack ship's lyso-blast weapon. The control is straight forward; pushing the controller in any direction will cause the targeting cursor to move in that direction relative to the attack ship. The targeting cursor may not exceed a certain distance from the ship. If you try to exceed that distance, it will not respond.

Pressing the gunner's trigger fires the lyso-blast weapon at the point the targeting cursor is located when the trigger is pressed.

For the 1 player game:

The pilot's controller controls both the attack ship and the targeting cursor. Moving the controller will move the ship as in the two player game.

Pressing the trigger will cause the lyso-blast weapon to fire. Moving the controller while firing the lyso-blast weapon moves the targeting cursor. The shields will be on whenever the trigger is not being pressed.

Shields and being hit:

If your attack ship is hit by Tartillian fire with the shields down, it will be destroyed. If your shields are up, the Tartillian fire will be absorbed. Unfortunately, to absorb this much energy, the attack ship must divert energy from the gravitron engines causing the ship to fall until power levels come back up. Each succeeding hit will cause a greater drop in power.

The ion storm overhead is dangerous. Penetrating it with shields up will cause your ship to fall just as if you were hit by Tartillian fire. Penetrating the storm with shields down will result in your ship's destruction. Hitting the ground, water or

buildings will destroy your attack ship even if your shields are activated.

Sectors:

The terrain of EP-CYG-4 is divided into sectors. Your on board computer gives the sector number and name of each sector that you pass through. Your mission is to destroy all Tartillian structures from the "entry point" to either "Targilla Ulzo", "Rigeor Cental" or "Ca-Dun" (depending on whch terrain you selected).

If you go off the right edge of the screen, your ship will reappear (wrap-around) on the left edge of the screen. Should you go off the left edge of the screen you will proceed to the next sector. However, if any Tartillian defenders begin to attack, you may not proceed to the next sector until they are destroyed.

You can wrap the targeting cursor around the edges of the screen (in either direction). But be careful, if you get the targeting cursor maximumly far away from the ship and wrapped around the edge of the screen, you may try to move the targeting cursor "towards" your ship only to realize that because of the wrap-around, you are really trying to move the cursor farther away. It is right about then that a Tartillian defender ship takes a run at you.

Starting with your second ship, sectors which your preceeding ships have completely cleared will be skipped. Sometimes you will want to halt this skipping (for example, when you are too low and mountains are coming up). To halt the skipping, push the pilot's controller to the right.

Scoring:

For each Tartillian structures that you destroy, you get between 5 and 99 points. Structures that blink are worth the most points.

If you clear a sector of all Tartillian structures, upon moving to the next sector, you will get a bonus of 77 points. Each subsequent ship that skips over that sector will earn a bonus of 99 points. Hence, you will want to clear as many sectors as possible.

Destroying Tartillian defenders does not earn you any points. Avoid them.

For every 10,000 points, you get an extra ship.

Your performance rankings are determined by how many sectors you clear and subsequently skip. The rankings from lowest to highest are:

Malfeasor
Neophyte
Apprentor
Journeyor
Surveyor
Conquestor
Constellor
Galactor
Transcendor

Additional facts:

Pressing the START key during the course of play will end your current game and give you your ranking.

Pressing the OPTION key during the course of play will "suspend" the game so that you can respond to interruptions.

Pressing the SYSTEM RESET key will cause the mission selection screen to reappear so that you may select an alternate mission. Note, before pressing SYSTEM RESET be sure that the program disk is in the disk drive.

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